

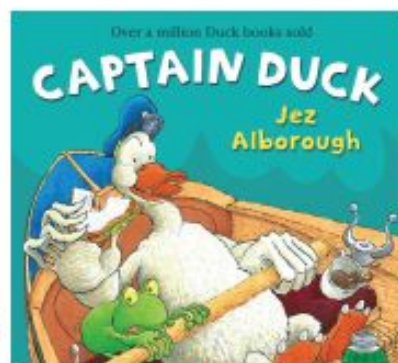
For ages
6 & up!



A Fun Guide

to Storytelling and Activities

This material is a non-profit initiative by Me Books Asia to empower educators and students. Strictly not for sale or promotional purposes.



Inspired by:

**Captain Duck
by Jez Alborough**



Me Books

Fun reading
starts here!



Foreword

Hello educators!

This serves as a storytelling and activity guide to make learning fun and interactive in the classroom. We want to inspire young learners by bringing stories to life.

We hope you and your students enjoy the contents of this guide just as much as we do!

Me Books Asia



All Rights Reserved

This educational project is an initiative by Me Books Asia. No form of duplication and reproduction of the content therein the publication is allowed, exempting internal circulation for educational purposes within the grounds.



OVERVIEW & PURPOSE

An imaginative book that highlights how every action taken will result in a positive or negative outcome.

LEARNING OUTCOME

1. Learning a lesson about not taking what's not yours and getting yourself into trouble.
2. Teaching students to be civic-minded to differentiate the good from bad actions.
3. Highlights different animals in the book.
4. Highlights means of transport, both on land and water.

Contents

Activities - during storytelling	1
Activities - post-storytelling	5
Novice	6
Just Keep Swimming (10 Mins)	
Where Are You Going? (10 Mins)	
What Am I Called? (10 Mins)	
Intermediate	8
Trip Snacks (20 Mins)	
Vroommmm! (20 Mins)	
Aye, Captain! (25 Mins)	
Advanced	14
Fuelin' Up! (40 Mins)	
Captain Duck and Friends (40 Mins)	
Cause and Effect (40 Mins)	



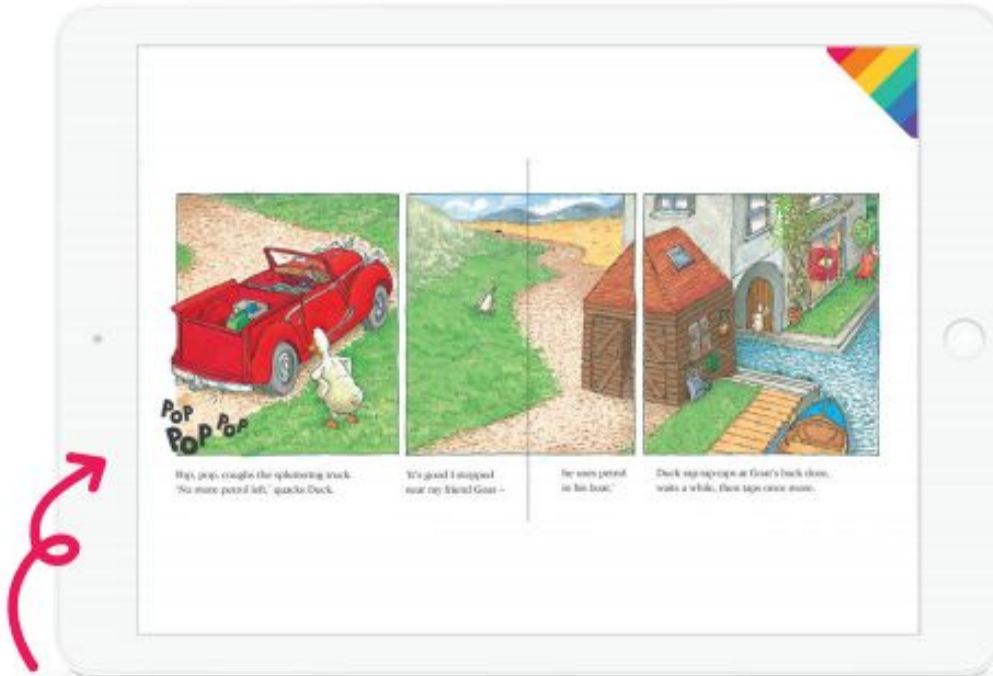
ACTIVITIES

- during storytelling



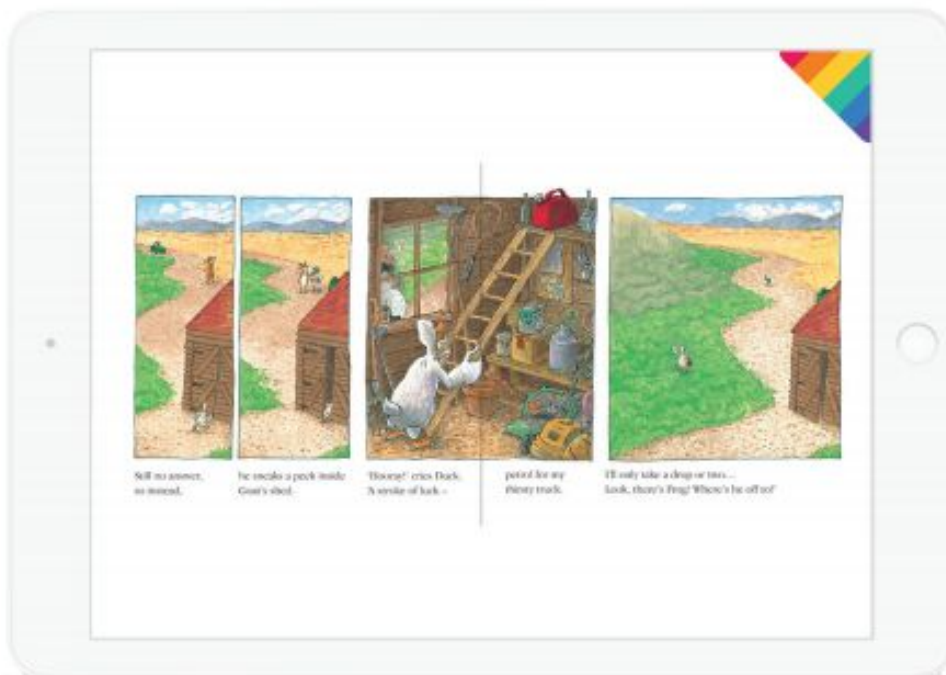
Engaging children with creative play and questions that involve participation throughout the process.

1 What colour is the truck? (Answer: Red)

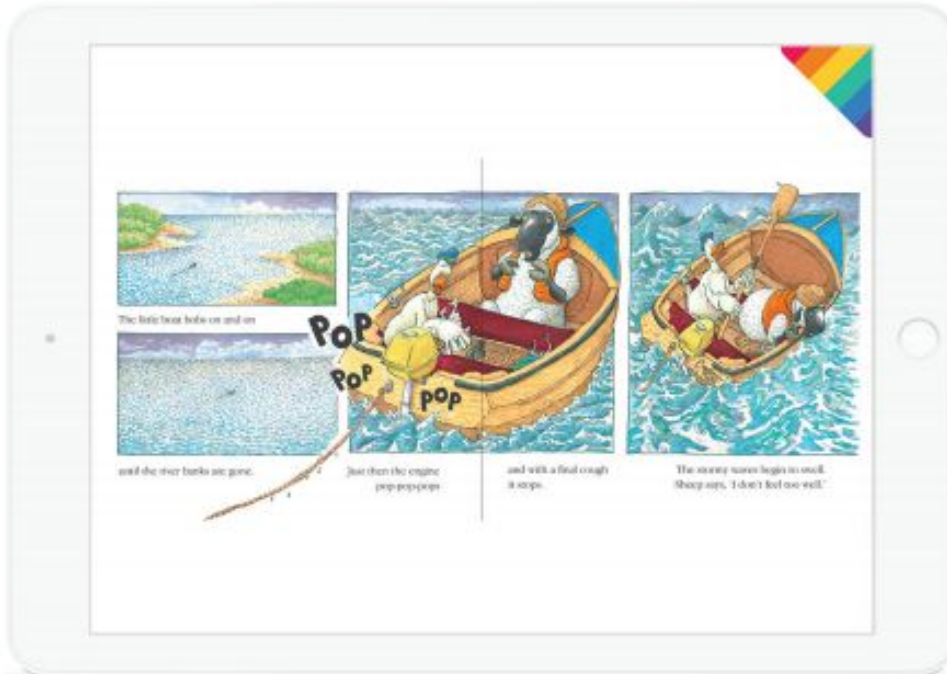


2 How does the truck sound like? Make the POP sounds!

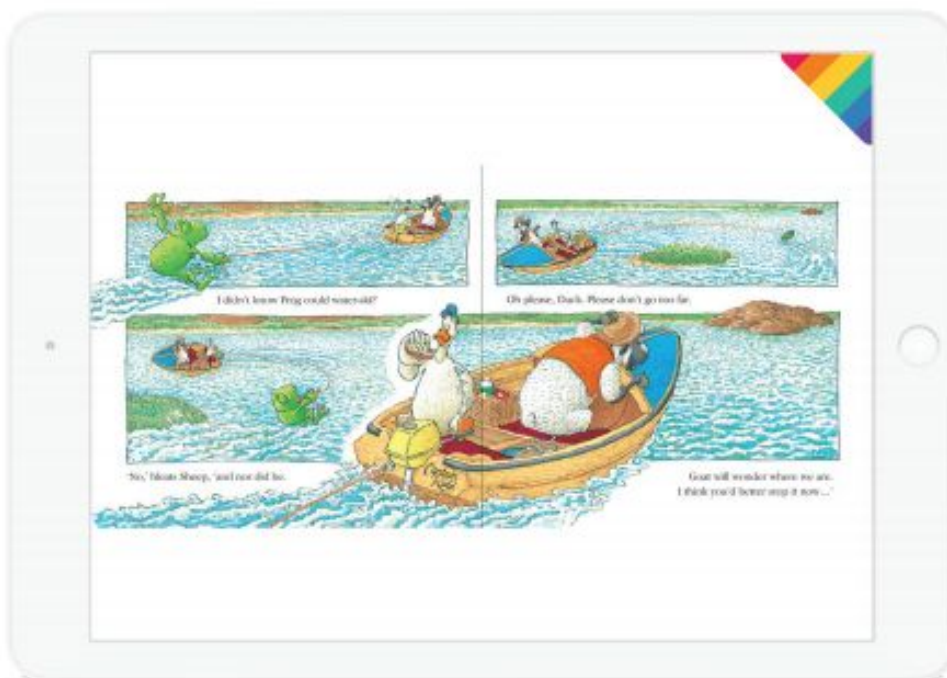
3 Where is the petrol? (Answer: In the red container)



- 4 **Why did the boat go "Pop Pop Pop"?**
 (Answer: It didn't have any more petrol)



- 5 **Did Frog look like he was having a lot of fun?**





ACTIVITIES

- post-storytelling



Each level is based on the difficulty of the activity and approximately how long each activity will take.



NOVICE LEVEL

TIME



1.1 Just Keep Swimming

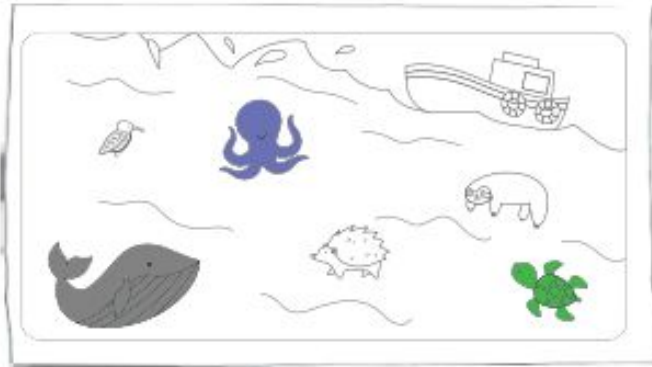
Instructions:

Colour the animals that can swim in the water.

What students will learn:

Differentiating animals that can and cannot swim.

Answers:



Retrieve the template from page 18 or

download activity sheet here:
<http://bit.ly/vol5001a>

1.2 Where Are You Going?

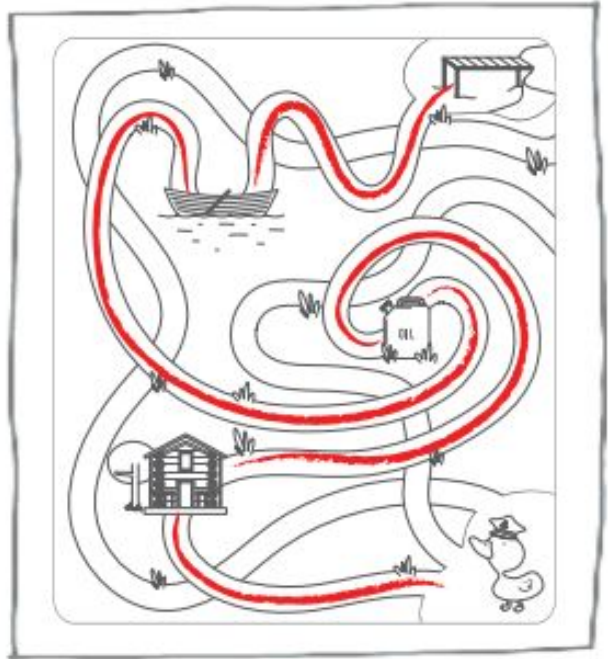
Instructions:

Find your way back to the jetty in this maze.

What students will learn:

Problem solving and improves decision making.

Example:



Retrieve the template from page 19 or

download activity sheet here:
<http://bit.ly/vol5001b>



1.3 What Am I Called?


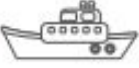




Instructions:

Match the vehicle to the correct word.

What students will learn:

Identifying the various land and water vehicles.

Answers:

Lorry	•	•	
Scooter	•	•	
Ship	•	•	
Car	•	•	
Submarine	•	•	
Boat	•	•	

The diagram shows a matching exercise with the following connections:

- Lorry is connected to the Truck.
- Scooter is connected to the Scooter.
- Ship is connected to the Ship.
- Car is connected to the Jeep.
- Submarine is connected to the Submarine.
- Boat is connected to the Canoe.

Retrieve the template from page 20 or

download activity sheet here:

<http://bit.ly/vol5001c>



INTERMEDIATE LEVEL

TIME



2.1 Trip Snacks

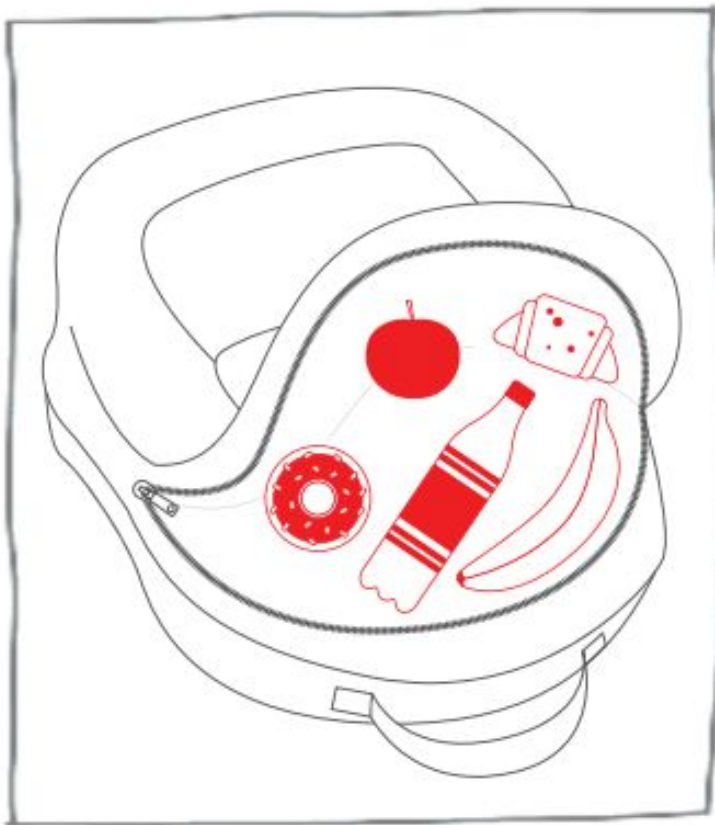
Instructions:

Draw the snacks inside the bag that you will bring on board the boat together with Sheep, Frog and Goat!

What students will learn:

Giving students a space to show their individuality and choices.

Example:



Retrieve the template from page 21 or

download activity sheet here:
<http://bit.ly/vol5001d>



2.2 Vroommmm!

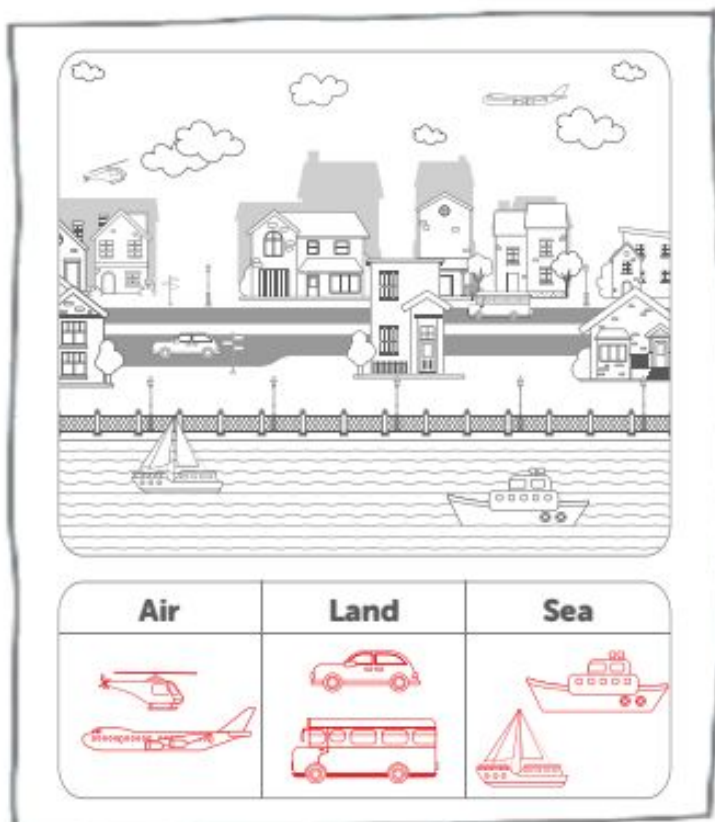
Instructions:

What are the vehicles you can find on land, in the water, and in the air? Categorise and draw the vehicles in each box.

What students will learn:

Distinguishing and identifying land and water vehicles.

Answers:



Retrieve the template from page 22 or

download activity sheet here:
<http://bit.ly/vol5001e>



INTERMEDIATE LEVEL

TIME



INDIVIDUAL

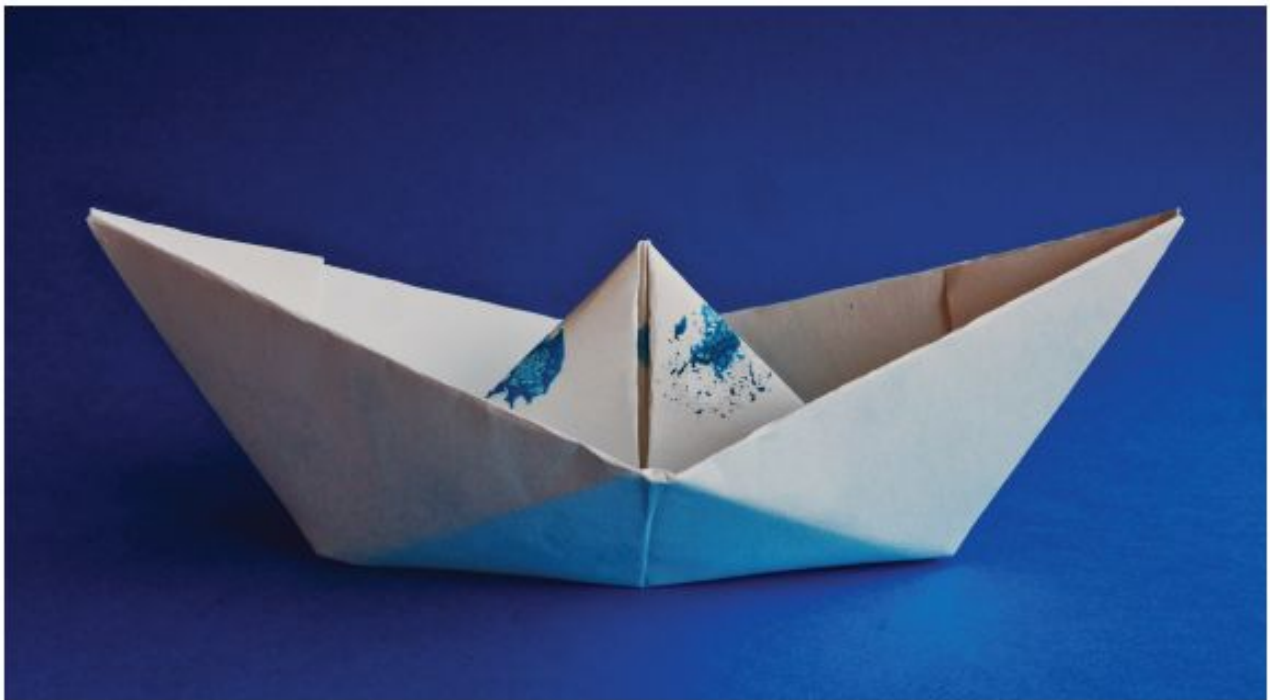
2.3 Aye, Captain!

Instructions:

Make your very own boat by following this step-by-step guide.

What students will learn:

Encourages tactile learning and hand-eye coordination.



Material Needed:

1. A4 sized paper (Any colour or pattern)

How to:



- 1** First, make sure you have a rectangular A4 sized paper.



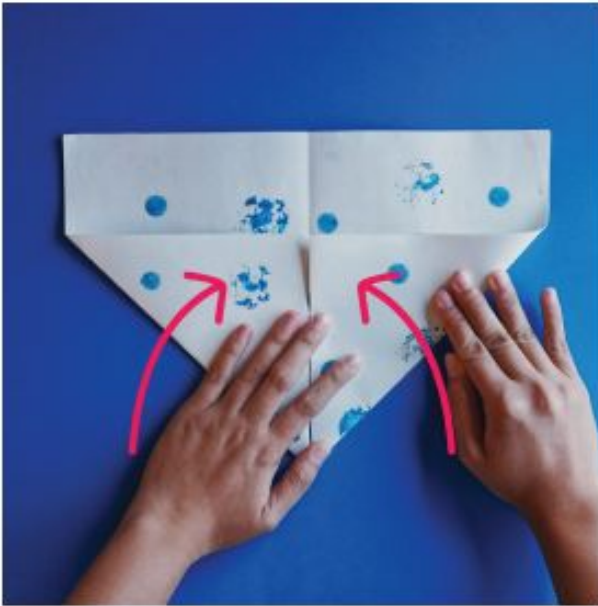
- 2** Fold the paper in half.



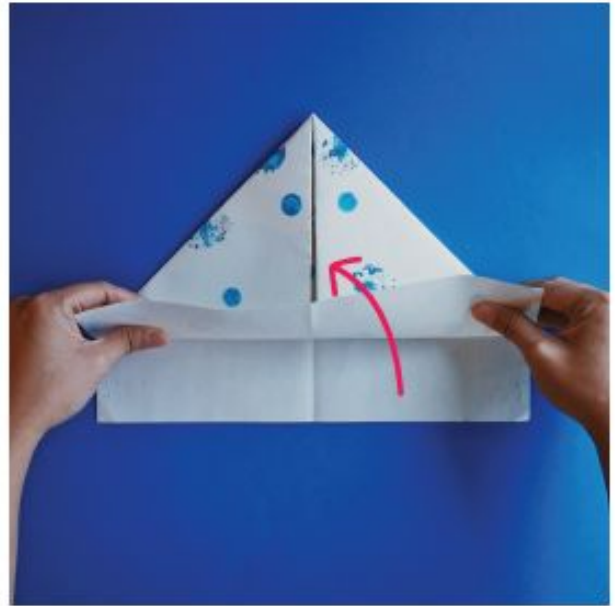
- 3** Open the folded paper and you will see a crease in the middle.



- 4** Fold the paper in half once again.



- 5** Fold the paper in to the middle of the crease as shown above.



- 6** Turn the paper around. Fold up the bottom side. Do the same for the back side of the paper.



- 7** Fold in the corner flaps on both sides so you will get a triangle shaped paper hat.



- 8** Bring the corners of the hat brim towards each other and the edges at the brim will be pushed outwards.

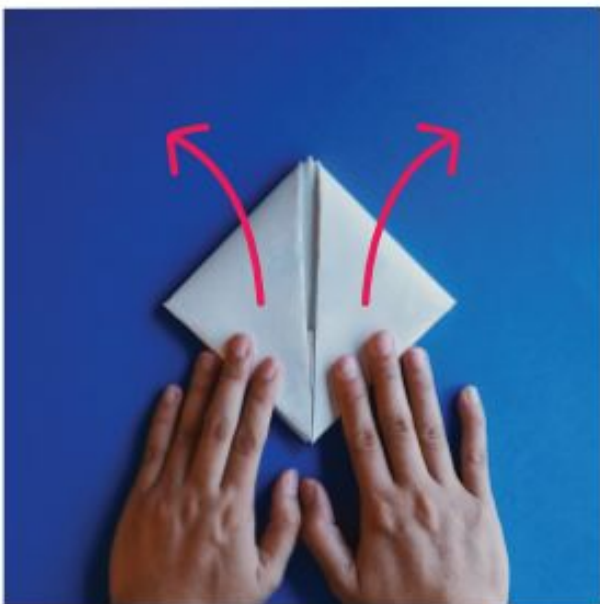
How to:



- 9 Flatten the paper, as shown above.



- 10 Fold the bottom edge upwards. Do the same for the back side. Open the bottom flap again, as shown in step 8, to fold it.



- 11 Flatten the paper again and you will see the pattern above. From the top, pull out the outer layer.



- 12 Tada! You have your very own origami boat.



3.1 Fuelin' Up!

Instructions:

Answer the questions below!

What students will learn:

Basic knowledge about one of the most important commodities in today's world.

Q1.

Where does petrol come from?

Suggested answers: Formed by the decomposition of plants, animal fossils under the earth, formed millions of years.

Q2.

What is petrol for?

Suggested answer: To fuel vehicles like cars and buses.

Q3.

Think of 5 precautions in a petrol station.

Suggested answers:

1. Adults are to turn off the car's engine.
2. Mom and dad shouldn't smoke at petrol stations.
3. Don't use your mobile phone.
4. Don't run around in the petrol station.
5. Don't inhale the petrol fumes.



3.2 Captain Duck and Friends

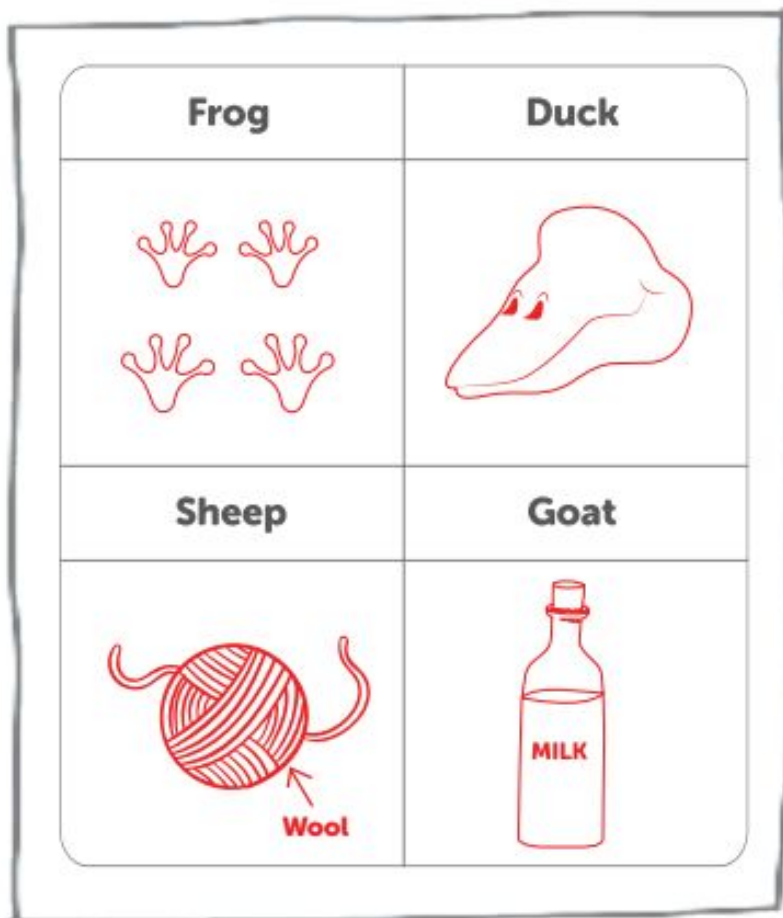
Instructions:

What is the special characteristic of each animal? Draw them out for Frog, Duck, Sheep and Goat.

What students will learn:

Knowing the unique features of each animal in "Captain Duck".

Example:



Retrieve the template from page 23 or

download activity sheet here:
<http://bit.ly/vol5001f>



3.3 Cause and Effect

Instructions:

Write out the effect to the correct cause for each situation from "Captain Duck".

What students will learn:

Highlighting that every action has its' consequence, whether good or bad.

Answers:

#1 Cause: Duck didn't put petrol in the car.

Effect: The car ran out of petrol and he had to find petrol.

#2 Cause: Duck pulled out the boat's string.

Effect: The boat left the dock and Frog fell into the water.

#3 Cause: The boat's engine stopped.

Effect: The animals were stranded on the vast ocean.

Retrieve the template from page 24 or

download activity sheet here:
<http://bit.ly/vol5001g>

Stickers of Encouragement



Dear educators,

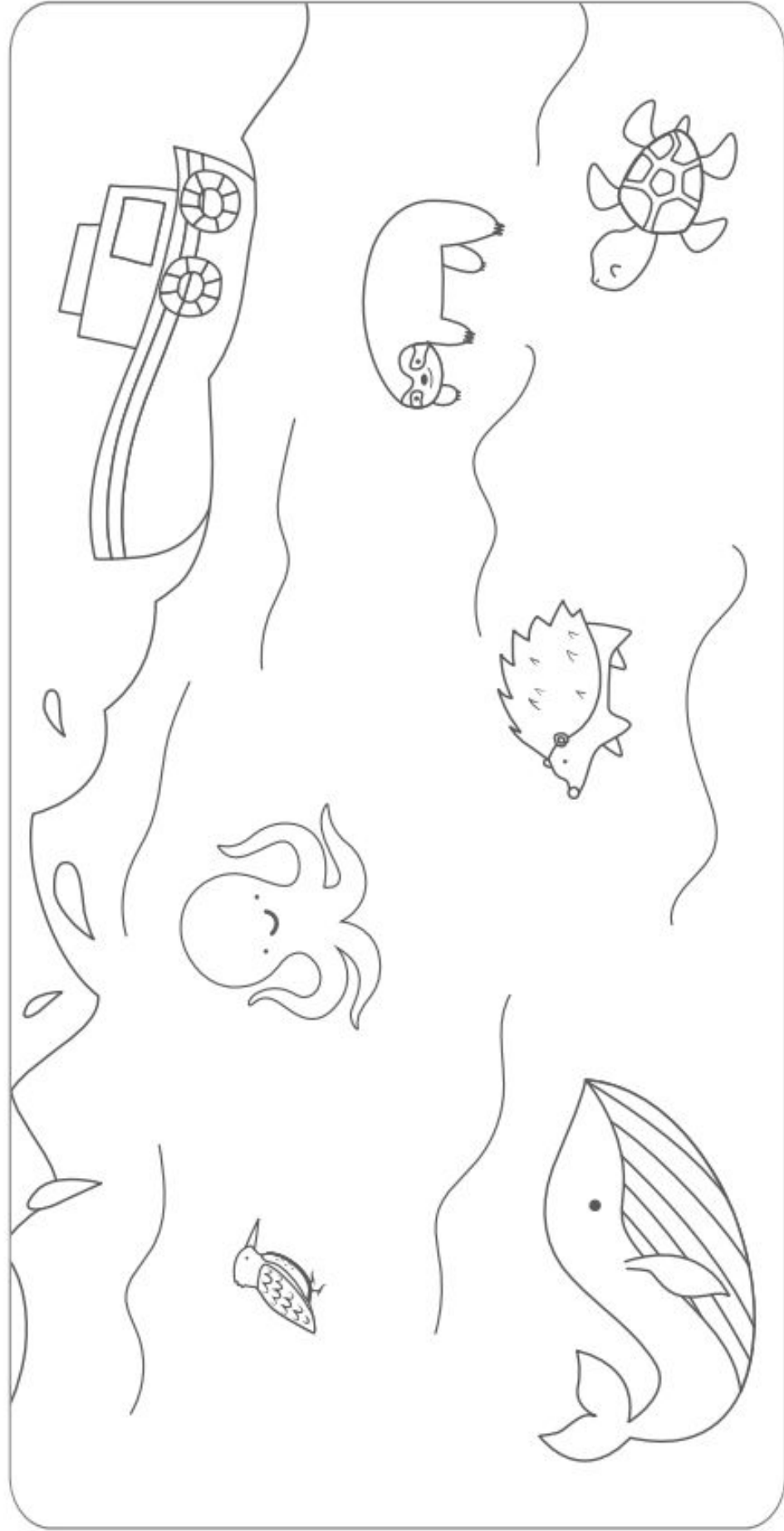
Stickers give students a sense of pride and accomplishment. Hand these out to them as a motivation booster with words like 'Good job!' or 'Keep it up!'.

This is a preview of stickers that will be distributed along with the book.

Name:

Class:

Instructions:
Colour the animals that can swim in the water.

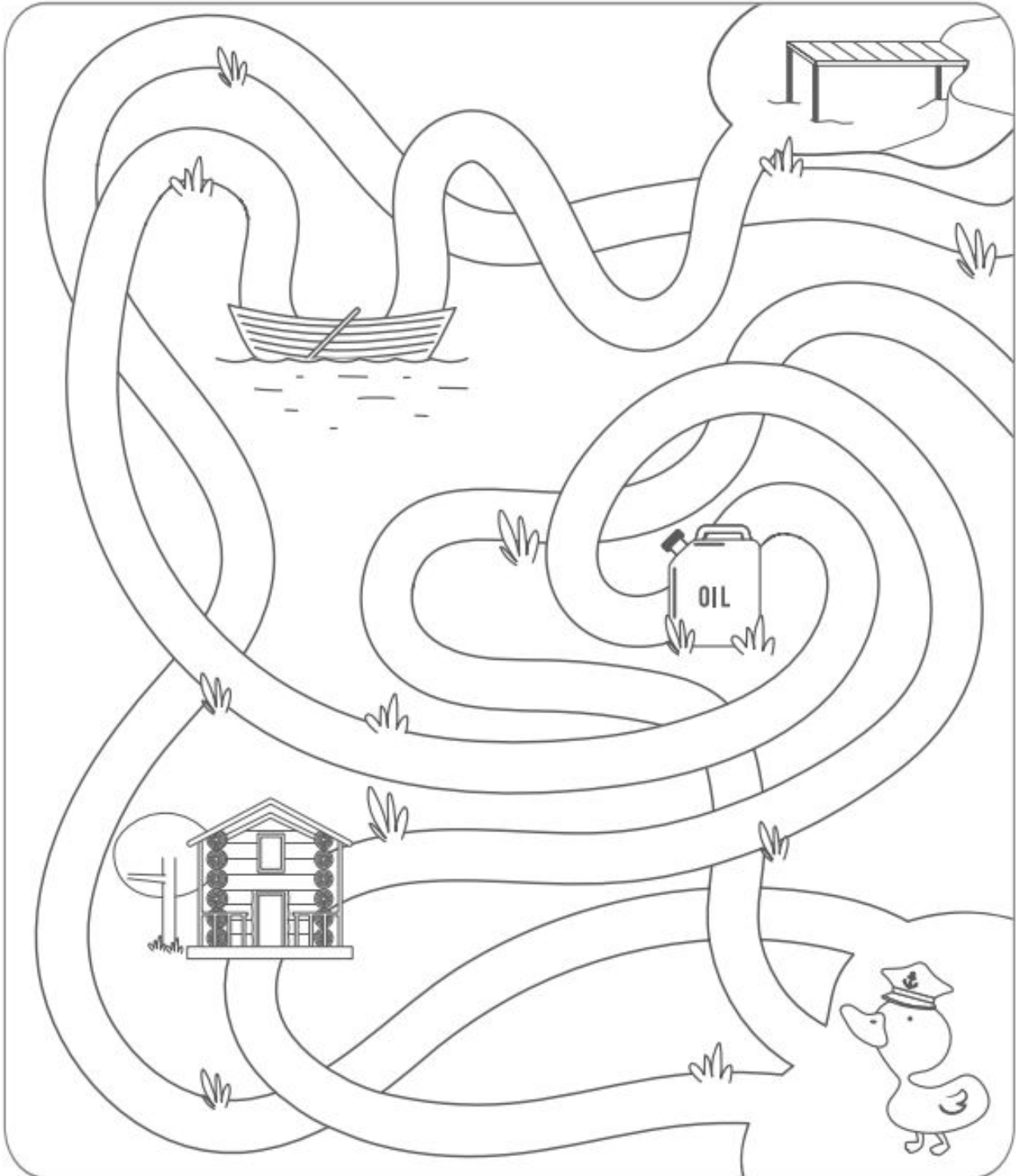


Name:

Class:

Instructions:

Find your way back to the jetty in this maze.



Name:

Class:

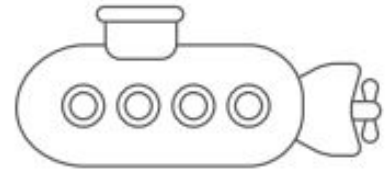
Instructions:

Match the vehicle to the correct word.

Lorry

•

•



Scooter

•

•



Ship

•

•



Car

•

•



Submarine

•

•



Boat

•

•

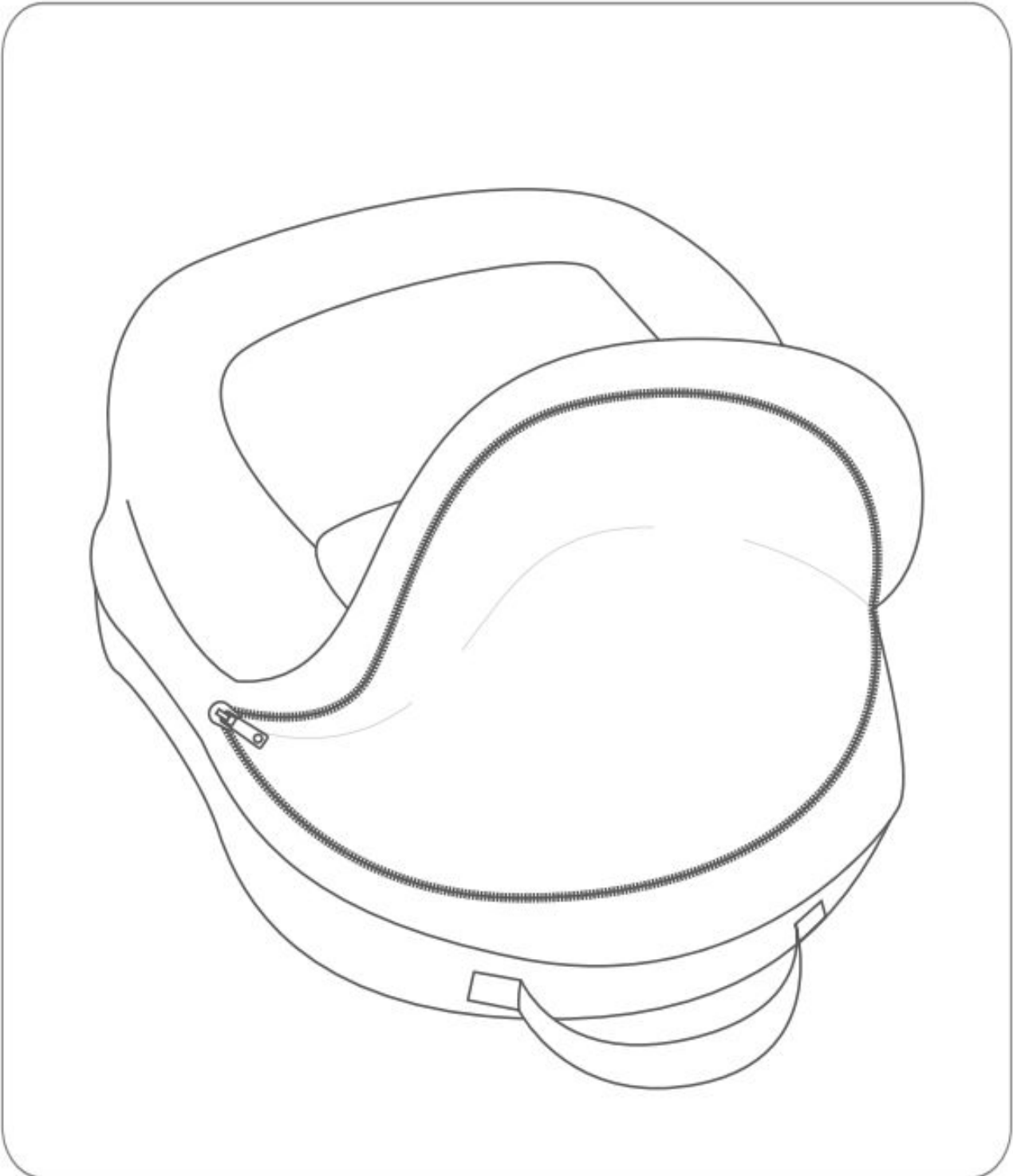


Name:

Class:

Instructions:

Draw the snacks inside the bag that you will bring on board the boat together with Sheep, Frog and Goat!

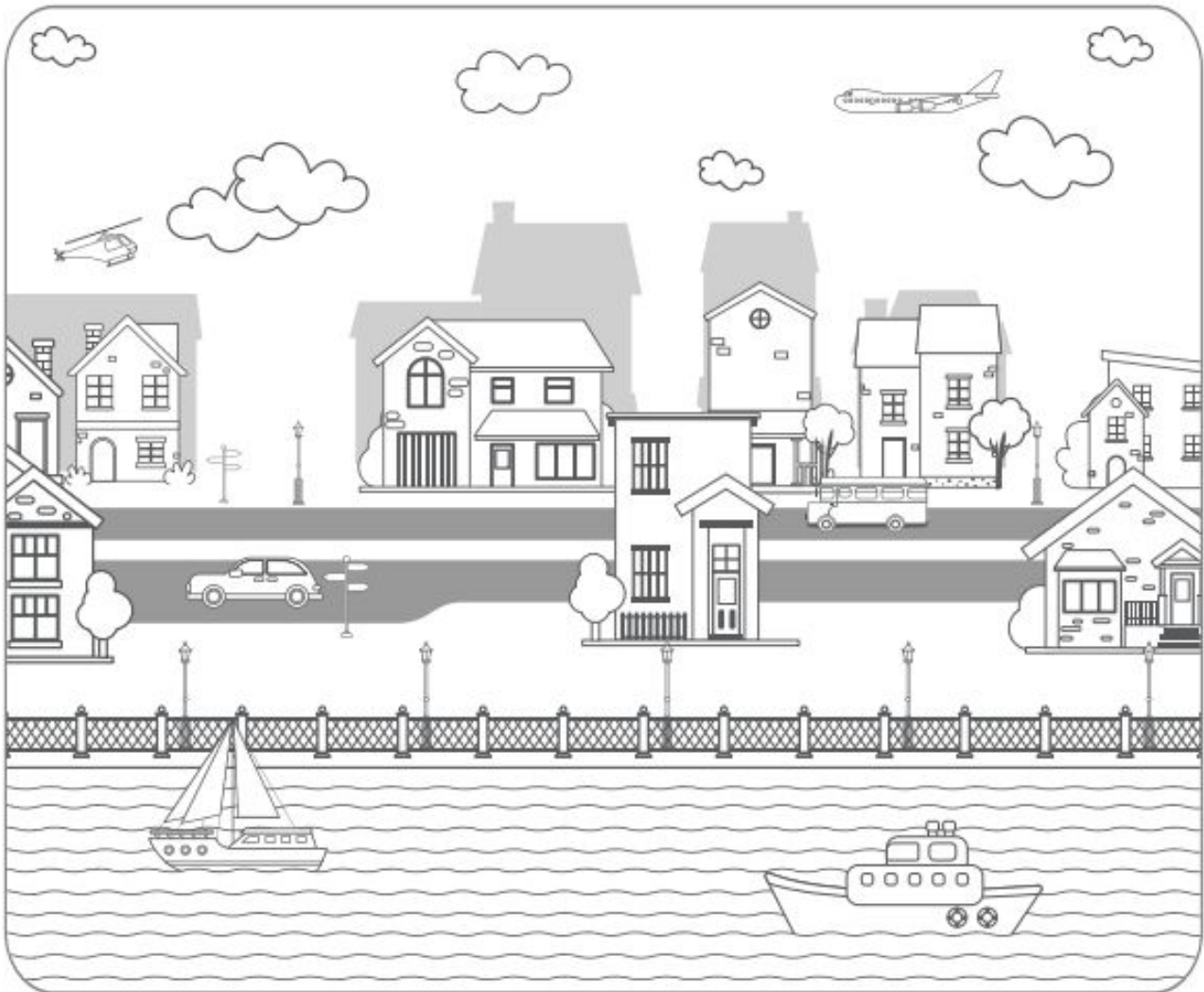


Name:

Class:

Instructions:

What are the vehicles you can find on land, in the water, and in the air? Categorise and draw the vehicles in each box.



Air	Land	Sea

Name:

Class:

Instructions:

What is the special characteristic of each animal?

Draw them out for Frog, Duck, Sheep and Goat.

Frog	Duck
Sheep	Goat

Name:

Class:

Instructions:

Write out the effect to the correct cause for each situation from "Captain Duck".

#1 Cause: Duck didn't put petrol in the car.

Effect: _____

#2 Cause: Duck pulled out the boat's string.

Effect: _____

#3 Cause: The boat's engine stopped.

Effect: _____



**This guide serves to assist educators in
storytelling and activities in the classroom.**

Content therein is for internal circulation only. No form of duplication
or reproduction for any purposes is allowed on any grounds.

#InstillingValuesBeyondPages

